

# GETTING STARTED IN POLICE QUEST:® SWAT™

When you sign in to start a career, click on the blackboard in the Metro classroom and choose a topic. You are here to learn SWAT tactics, and should study everything offered. Next, you must go to the small arms range and qualify (see page 14 of your manual for information on the small arms range). When you have reached a level of proficiency with SWAT weapons, you are ready for your first call up. Quit the range and go to the classroom.

## Your First Call Up: Lucy Long

When the Alert Button flashes red, it's time to go into action. You arrive at the scene to hear Sgt. Pruett addressing the suspect, Lucy Long, through a bullhorn. Each SWAT mission has several potential paths you can follow, and every time you play a call up, you may find it to be slightly different. If you see your lead, Pacmeyer, questioning the suspect's relatives, listen in. When you have the chance, question the neighbor and the other officers at the scene. Rooker will give you a briefing: Lucy is a 64-year-old female, armed and unstable, with a long history of medical problems. Rooker will also show you the layout of Lucy's house and give each team member their assignment.

Click on Rooker and Pacmeyer, your Element Leader, for further information. Their advice may well save your life. Check LASH to make sure it works. When shots are heard, Rooker will say "Sounds like the fat's in the fire!" The team moves out. It's time to use your training.

When the team lines up in the driveway, Pacmeyer will order them to use MP-5s on full auto. Scroll through your inventory box at the bottom of the screen. Click on one of the magazines for the MP-5, then click the magazine on the MP-5 itself. You've loaded the weapon. Click on the MP-5 to select it, then switch it to automatic by clicking on automatic in the Selector Switch window. Automatic is the top setting. Click outside of the Selector Switch window, and you'll have a Gun Cursor.

When Pacmeyer gives the order "Ready, go!" it's time to execute your assignment. First, move into position. Right click until your Gun Cursor changes to an Arrow. This is the default cursor. If you move it around the screen, it may change into a bolder arrow. This is the Movement Cursor. Move the cursor toward the top of the screen until it becomes a Movement Cursor pointing straight up, then left click. This moves your character toward the house. Since your mission is to cover the back of the house, move around to the left side.

## Tactical Movement

Use tactical movement in a situation where there is danger. Be very careful, or you may be watching a moving funeral. Yours. Scroll through your inventory, and choose the mirror. Now you have a Mirror Cursor. Use it to see around corners before stepping into the line of fire. Click the mirror on the corner of the house, and look at the small window that appears in the corner of the screen. Do you see Lucy? If not, keep reading. If you do, skip to the last paragraph. No sign of Lucy? The coast is clear, it's time to move around the corner.

Tactical movement is when you use the Slice Pie technique (see pages 6&7 in your manual), a method of turning corners without being shot. To access the slice pie command, either scroll down in the inventory window, or press the number "3" on your keyboard. Click on Slice Pie and your cursor becomes a Pie Cursor. Move it to the corner of the house until you see a single slice of pie, then left click. You'll see the side of the house and the gate. Move the cursor to the left until you have a Movement Cursor pointing to the left, and left click.

Now the gate is in front of you, but you'll need help to open it. Click on the LASH for a menu of commands. Click on RAM, then go to the row that starts with SIDE. Click on 1 and 2. Click on transmit to...well, you know. This requests the team member with the RAM to come to the corner of sides 1 and 2. The RAM is used to smash open the gate, and you'll advance toward the back of the house.

Right click to cycle the cursor between the Movement, Default, Slice Pie and Mirror cursors. Use the mirror to check the next corner. No Lucy? Use the Slice Pie command again, and move around the corner. You are in a nook formed by the walls of the house. Mirror the corner again, you'll probably see Lucy.

The rest is up to you, SWAT Pup. Use your hand signals (scroll down in the inventory window, or press number "2" on your keyboard) or your LASH to keep the team informed. Observe, respond to their queries, and take action when appropriate.